

TPV



Capt. T "Blue" Atkinson

Crew

PILOT
Pit: 10
Gnr: 4

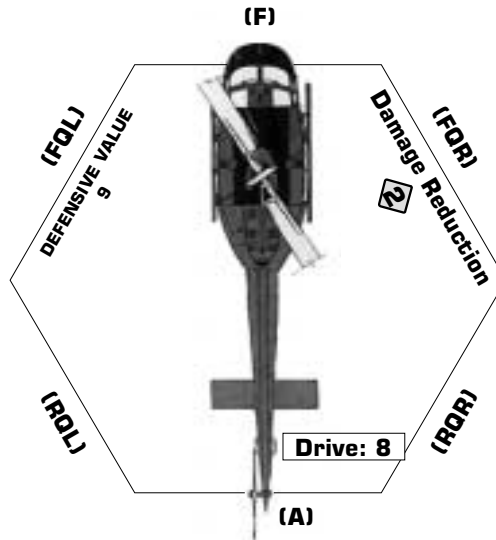
CO-PILOT
Pit: 5
Gnr: 7

GUNNER A
Gnr: 8

GUNNER B
Gnr: 4

PASSENGERS?
YES/NO

Gnr: 6



Gunner A
1 M60 (FQL, RQL)
To Hit: 2D6+ D8 Damage: Low

Gunner B
1 M60 (FQR, RQR)
To Hit: 2D6+ D4 Damage: Low

Passengers
4 M16 (FQL, RQL)
To Hit: 2D4+ D6 +3 Damage: Low +3

Passengers
4 M16 (FQR, RQR)
To Hit: 2D4+ D6 +3 Damage: Low +3

Turn Cost: 3
Tight Turn Cost: D4 +3

DAMAGE TRACK

→	2	8	w	*			7	*
	p	6				5		w
	1	4	*		p	3	*	2
								X

- CRITICAL HITS**
- Pilot Killed.
 - Gunner A's M60's Jams - No more firing at all.
 - Two Passengers (right) killed - minus 2 to hit and damage
 - Engine Stutters - Reduce speed by 3 for next turn only.
 - Controls Hit - increase turn cost by 1.
 - Pilot spills coffee - no effect.
 - Passenger (left) killed - minus 1 to hit and damage
 - Gunner B Killed - No firing his M60.
 - Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - Engine Dies - 1 more turn of movement until a controlled landing.
 - Main rotor blown off - Huey crashes in a random hex (bowl 1D6)

- WEAPONS**
- M16** - Short 1 (+1), Med 2-3, Long 4-5 (-1)
 - M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)

TPV



Colonel Eric "Poon Tang" Sullivan

Crew

PILOT
Pit: 10
Gnr: 10

CO-PILOT
Pit: 5
Gnr: 7

GUNNER A
Gnr: 8

GUNNER B
Gnr: 4

PASSENGERS?
YES/NO

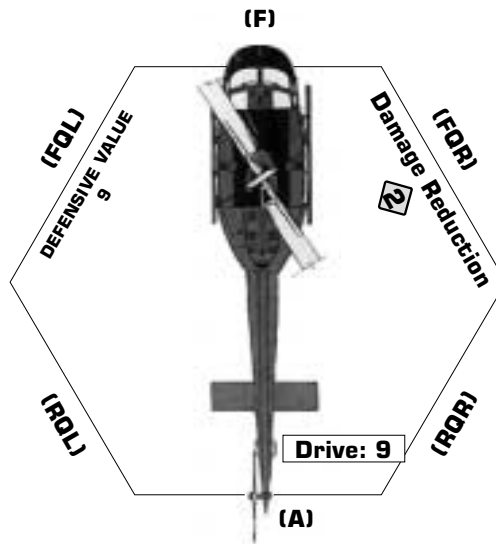
Gnr: 6

Gunner A

1 M60 (FQL, RQL)
To Hit: 2D6+ D8 Damage: Low

Passengers

4 M16 (FQL, RQL)
To Hit: 2D4+ D6 +3 Damage: Low +3



Gunner B

1 M60 (FQR, RQR)
To Hit: 2D6+ D4 Damage: Low

Passengers

3 M16 (FQR, RQR)
To Hit: 2D4+ D6 +2 Damage: Low +2

Turn Cost: 3
Tight Turn Cost: D4 +3

DAMAGE TRACK

→ 9	2	8	w	*			7	*
	p	6				5		w
	1	4	*		p	3	*	2
								X

- CRITICAL HITS**
- Pilot Killed.
 - Gunner A's M60's Jams - No more firing at all.
 - Two Passengers (right) killed - minus 2 to hit and damage
 - Engine Stutters - Reduce speed by 3 for next turn only.
 - Controls Hit - increase turn cost by 1.
 - Pilot spills coffee - no effect.
 - Passenger (left) killed - minus 1 to hit and damage
 - Gunner B Killed - No firing his M60.
 - Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - Engine Dies - 1 more turn of movement until a controlled landing.
 - Main rotor blown off - Huey crashes in a random hex (bowl 1D6)

- WEAPONS**
- M16** - Short 1 (+1), Med 2-3, Long 4-5 (-1)
 - M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)

TPV



WO2. Graham "Professor" Green

Crew

PILOT
Pit: 5
Gnr: 9

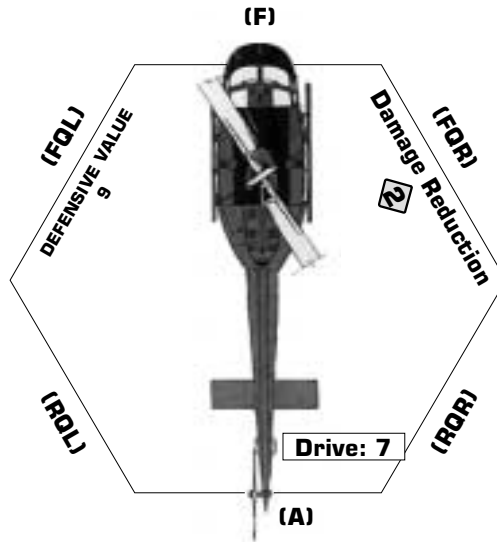
CO-PILOT
Pit: 5
Gnr: 7

GUNNER A
Gnr: 8

GUNNER B
Gnr: 4

PASSENGERS?
YES/NO

Gnr: 8



Gunner A

1 M60 (FQL, RQL)
To Hit: 2D6+ D8 Damage: Low

Gunner B

1 M60 (FQR, RQR)
To Hit: 2D6+ D4 Damage: Low

Passengers

5 M16 (FQL, RQL)
To Hit: 2D4+ D8 +4 Damage: Low +4

Passengers

5 M16 (FQR, RQR)
To Hit: 2D4+ D8 +4 Damage: Low +4

Turn Cost: 3
Tight Turn Cost: D6 +3

DAMAGE TRACK

→	2		w	*	7		*
	p	6			5		w
	1	4	*	p	3	*	2 X

- CRITICAL HITS**
- Pilot Killed.
 - Gunner A's M60's Jams - No more firing at all.
 - Two Passengers (right) killed - minus 2 to hit and damage
 - Engine Stutters - Reduce speed by 3 for next turn only.
 - Controls Hit - increase turn cost by 1.
 - Flare ignites in ship (fly straight ahead next turn).
 - Passenger (left) killed - minus 1 to hit and damage
 - Gunner B Killed - No firing his M60.
 - Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - Engine Dies - 1 more turn of movement until a controlled landing.
 - Main rotor blown off - Huey crashes in a random hex (bowl 1D6)

- WEAPONS**
- M16** - Short 1 (+1), Med 2-3, Long 4-5 (-1)
- M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)

TPV



Capt. Ronald "Buck" O'Hare

Crew

PILOT
Pit: 8
Gnr: 7

CO-PILOT
Pit: 5
Gnr: 7

GUNNER A
Gnr: 8

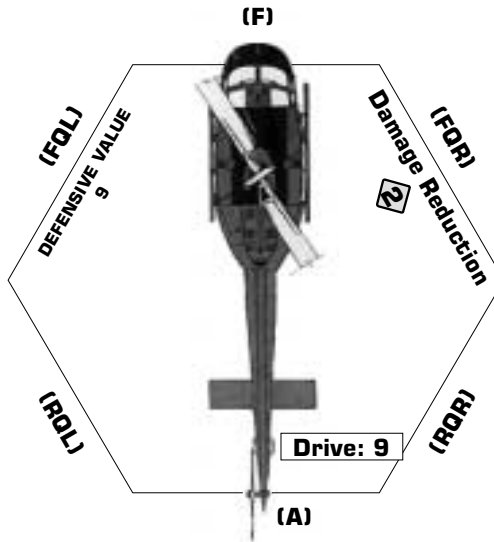
GUNNER B
Gnr: 4

PASSENGERS?
YES/NO

Gnr: 6

Gunner A
1 M60 (FQL, RQL)
To Hit: 2D6+ D8 Damage: Low

Passengers
4 M16 (FQL, RQL)
To Hit: 2D4+ D6 +3 Damage: Low +3



Gunner B
1 M60 (FQR, RQR)
To Hit: 2D6+ D4 Damage: Low

Passengers
3 M16 (FQR, RQR)
To Hit: 2D4+ D6 +2 Damage: Low +2

Turn Cost: 3
Tight Turn Cost: D4 (D8) +3

DAMAGE TRACK

→ 9	2	8	w	*			7	*
	p	6				5		w
	1	4	*		p	3	*	2
								X

- CRITICAL HITS**
- Pilot Killed.
 - Gunner A's M60's Jams - No more firing at all.
 - Two Passengers (right) killed - minus 2 to hit and damage
 - Engine Stutters - Reduce speed by 3 for next turn only.
 - Controls Hit - increase turn cost by 1.
 - Pilot spills coffee - no effect.
 - Passenger (left) killed - minus 1 to hit and damage
 - Gunner B Killed - No firing his M60.
 - Fuel Tank Hit - 1D4+3 more turns until a controlled landing.
 - Engine Dies - 1 more turn of movement until a controlled landing.
 - Main rotor blown off - Huey crashes in a random hex (bowl 1D6)

- WEAPONS**
- M16** - Short 1 (+1), Med 2-3, Long 4-5 (-1)
 - M60** - Short 1-2 (+1), Med 3-6, Long 7-9 (-1)